

we've got the codes that you want on the systems you have.

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GAMESHARK

 MAGAZINE



HARKINETIPS

Nick takes you through
oddball hacks, like
song tracks, unlock
items and time codes



FINAL FANTASY X

Square's top dropping PS2 epic redines everything you know about RFFs

We're now 3 or 4 months into the new life of gaming, and things seem out of focus. Have you ever noticed that throughout a true end to a game system's life? I mean, yeah the Dreamcast's demise was pretty much foretold, but there's never any friction given to the last game(s) out for the system. They were the last run(s) in a race that ended long before they were even close to reaching the finish line.

Some of the more famous final games were the Saturn, House of the Dead, Penzer Dragon Saga, Magic Knight RayEarth, Burning Rangers, among others. The games were sold some of the best, showing that had the system been give just a little more time, it could have gained a bit more steam in sales. Penzer Dragon Saga is still one of my all time favorite games, and it's a crying shame not many people got to play it. I remember grabbing Magic Knight RayEarth in a store that didn't even have a Saturn section left.

This time around, the two final N64 games of Razer Scooper and Powerpuff Girls quietly wandered into Blockbusters and Wal-marts everywhere. Unless you worked in the industry, or were a huge N64 addict, you probably didn't notice. Like the system, the games are too little too late with nothing to really show off.

With the PlayStation, if all goes well, the system will be leaving on a high note with Black and White and Dragon Warrior 4 in 2002. Oh, and of course there will be the one often delayed Working Designs game to boot.

I'm curious to see what the final games for the X-box and Game Cube will be 5 years from now. Graphics are already going through the roof, which leaves us to wonder just what the next system will look like. How much further can we really go? Are holograms (like the ones in Star Trek) the inevitable future of our gaming hobbies? Or worse, with the giant leaps and many courses that the industry is trying to take, will we see another gaming crash like the one experienced years ago with the Nam? Can you imagine garage sales with old dusty X-boxes?

The sad truth is that no matter how great or wonderful a system is, when it's time has come, no one seems to give it a going away party, myself included. They're either packed away into a closet, left to collect dust in the entertainment unit, or traded off to some game store or goodwill location. Before you upgrade to your next system, have a going away party for your previous one. Play the games you loved on it one more time, remember how you always thought "it can't get any better than this" each time you played the next game on it. Then, and only then, can you truly it to enjoy the next in line.

All that to just repeat the process 5 years from now, when we'll think it couldn't get any better than this.

Jason Droppik
Dangerboy

GameShark Magazine
335 Clubhouse Lane
Hunt Valley, Maryland 21031

Floyd writes our first letter. Try to imagine Floyd the Barber reading it. It makes it funnier. Like any of you know who Floyd the Barber is...

You never responded to my question about why do Japanese games made in Japan make the characters look American? (TTTTT)

Floyd

Here...

Floyd,

Sorry I didn't answer before. Such a scary important question should have been dealt with as soon as I received it. I apologize.

I've never played a game with characters that look like America. Maybe a geography game, or one of those old Dragon Trail games. Still, I don't think it's a universal phenomenon.

Characters shaped like America... Fisher

-Woody Deag

This letter section from Tuff. Okay. Enough with the snoring caps. It's not edgy. Everyone does it. What to be different? What to be of individual? Try correct spelling and grammar.

Fello Woody

I have a problem. I accidently ended up GameShark 2 disc and I was wondering if there was a way to get another disc without having to buy.

the whole GameShark 2 over again... to them?

-Jisk

Here...

Tar,

The short answer is Yes. The long answer is as follows. We can't go sending out free replacement discs just on your word. If we did, we'd have a whole lot of people who never bought a GameShark writing in for their free "replacement" copy. Instead, we invite you to turn your broken upgrade cover and order a brand new upgrade! It's only \$1 bucks, so it's way less than buying a full replacement. You can order an upgrade just not an upgrade. But the super cool Version 2.6 Upgrade! by going to GameSharkGear.com, and clicking on the upgrade. Hope the advice gets you back on the road to being a cheater.

-Woody Deag

Next is a question from Mike DeMille. I wonder if it's related to Deag's DaWo?

Is the current GSD the v2.6? I've been waiting for version 2.6 and want to make sure that's the version I will get if I order one.

Thanks

Mike

Wow it's kind of like the question right before it I guess it is!

Mike,

If you pick up a GSD in stores you're not guaranteed a V2.6. However if you purchase one from our site, you'll definitely get the 2.6. To order it, follow the directions I gave to Deag.

-Woody Deag

dangerous designs

Sweet Tifa

This month we have an awesome contributor from Douglas's Radio. Check out this sweet, sweet rendering of Tifa from Final Fantasy 7. Besides giving her a little anime styling, he even folded in some alternate views. Great job, Douglas!

Send your Drawings to:
GameShark Magazine
335 Clubhouse Lane
Hunt Valley, MD 21039-1407



Jason Droppik
Dangerboy

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savior reviews the game that could make or break Squaresoft.

PS2 CODES

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Burnout
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Grand Theft Auto 3
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Batman Vengeance
Crash Bandicoot
ESPN X-Game: Skateboarding
Gadget Racers
Golden Sun
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Monster Rancher Advance
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Dragon Warrior 46
FIFA Soccer 2002 ML
Gothic: 7033
Harry Potter and The 5: 5
Ips: Dp: Covert Assault

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Harry Potter
Harvest Moon 3
Harry Potter and the
Kingdom 2000: 3
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Tony Hawk Pro Skater 3

DC CODES

Batman Online
Sega Tennis 202



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Max Payne (PS2)
Hush (PS2)
Harry Potter (PS2)
Planet Of The Apes (GBA)
Jimmy Neutron (GSA)
Gridia Gelaria (GSA)
Pikmin (GC)
NFL QB Club 2002 (GC)
Austin: Rise of Perseus (GBA)
Batman Vengeance (Xbox)



To Hack With It!
Nick has 4 different hacking tips to guide you on your way through hacking at home. Find out how to play the xmg you want, unlock the items you need, and other useful tricks of the trade.



Signature Codes
This issue we focus on the characteristics of, well, characters! Have huge and tiny players, make them jump super high, or unlock an army of them.



Codeboy's Rank
Codeboy rambles about Spring, Baseball, ES, Los Angeles and some other stuff.

INSIDE FRONT COVER

Letter from the Editor
Mailbox
Diagram: Design

INSIDE BACK COVER

GameShark Upgrade Policy
Gameshark Frequently Asked Questions

James Bond 007: Agent Under Fire

By Dargatzis

What, if not, this is a world of particular?

[illegible]

Another big problem that huns the game is the cardio sloshes of almost every character and James Earl Ray character. Here's how far for about 30 seconds in a choice, and then one can. One of the main bones has an on-screen pressure that lasts about 30 seconds. When you're not being dodged throughout the game, you'll have the chance to use the "B" button to make the character's head explode. The character's head is either completely missing or being used. About 98% of everything on screen can't be damaged, moved, or brought, but what can be done is very easy. Take the car for example. You can shoot it down, make it explode, and more. When taking a hit, only the pieces of wooden crates go flying off.

The level design and levels something to be checked. Enemy AI is pretty boring, the levels are very low straight forward, and you'll find out many enemies are not very smart. The game is very easy to play, and the only time you'll find too much of it is when it's over. The game is over, and the game is over.

So what does the game have going for it? Well, besides the cuteness and lack of blow-through-on-tears ideas, it's fun for once through. There are bonuses to unlock depending on your performance, but you're too fixated to replay the game to get them. It feels too much like you're going through the motions.

MAX PLATON

By Anne

Max Payne is a man's game. This is the kind of game that will make the dad want to watch his kids play while the mom hatches about the vegetable soup. Yes, the game has the power to rip families apart, it's that real. With nice graphics, violence, swearing, and Matrix-style camera angles galore, this is a first-class game for action game fans.

What makes the graphics good? Is it the slow-motion Bullet Train? Is it the accuracy-defined (and compassless) shot? Is it a guy in the front and you may be treated to a nice little cut scene in which said bad guy will lie and feel through his air while the camera rotates 360 degrees around him? Five aound from the simpler info and the camera will follow the bullet until it hits something. In between those you are treated to every boardgame/painted in comic book style.

The controls are a bit difficult to get used to, but once mastered they offer a great deal of control options not before seen in an action game. You can do so many things automatically that it's tedious. For example, it is entirely possible to die backwards, change your weapon, aim your weapon, and shoot two people before you ever hit the ground.

Overall, *Max Payne* will quickly rank as a favorite for local action gamers. This isn't just for the ladies though, as it's loaded with blood, killing, and dead bodies. **Dropt.**

Platform:	PlayStation 2
Genre:	Adventure
Developer:	EA
Publisher:	EA

OVERALL RATING:	7.0
Graphics:	8.5
Sound:	7.0
Control:	7.0
Fresh Factor:	7.0
Gameliffe:	7.0



Platform: PlayStation 2
Genre: Action
Developer: Rockstar
Publisher: Rockstar

OVERALL RATING:	9.0
Graphics:	9.0
Sound:	9.0
Control:	8.0
Fresh Factor:	10.0
Gamplay:	9.0



DARK SLIM

For information on this and other products, visit www.3m.com

I'm all for innovation and re-creating a classic genre—but *The Dark Summit* is taking things too far. I mean, subverting a most military operation by overloading it with a lot of bad-mouthing, totalitarianism, pervasively and aggressively in a videogame... that's the case the future of two distinctly different genres collides well.

[illegible]

All of these movies are wrapped in a nicely done graphics package, but one which falls in compliance to the Xbox version. If you're looking for a real side-by-side comparison of PS2 and Xbox capabilities, this is the game to do it with. Juggler abounds, but he's a fairly generic hero for a PS2 title, and there's a significant amount of pop-up infotips, none is the character animations, the huge environments, and the overall onscreen feel. Great sound effects add to the atmosphere. Patrols abate at your disposal of the slow, and loud sounds blast warnings that "there is nothing to see on these slopes." And, "Everything is normal. Do not be alarmed." It is, really, for some dark, dark reasons.

Should die-hard snowboarding fans rush out to pick up *Dark Summit*? Not unless they're in the mood for some advertising masochism with their burning Fantasies and recsist should head for *B&K*. Forth looking for a fun, solid game just happens to take place on the snow will probably like *Dark Summit*.

Hoshigaiti

the supervisor

Somebody's been playing Final Fantasy Tactics. Well, I've sure a lot of people have been playing it. I mean I've played through it about seven times. But anyway I was talking to the developers at Mojang.com, and the fact that their new strategy-RPG for the PS3 One looks nearly identical to Squaresoft's game. That's not necessarily a bad thing. But the video is about the only one where Mojang actually talks on our with EET.

Despite its downbeat gains, sporting an interesting array of sometimes goofy storylines and a ton of character, there's also a load of weapons, accessories and items to don in battle, as well as Cuts which you can equip to cost major points. Unfortunately, it's not nearly as intricate as the FFT's "Job System" which allowed characters to explore different weapons of expertise such as rings, knight or black-mage based.

The combat is, well, decent; taking place between 2-D sprites on a chess-board-like battlefield. Characters each take turns, during which they use up a meter by either moving on the board, using (deflecting, healing, etc.) or a combination of the two. The big problem here is with the menu system.

Nearly every action you take during combat needs to be timed by you, and then confirmed after it's been chosen. It takes exactly eight button presses: just to finish your turn and choose to defend, after every single turn. Strategy games are slow enough without the game questioning every single action, "Do we defend. Would you like to proceed?"

If you're just looking for a new strategy game to play, *Realtime* is worth taking a look at. If you haven't played *Final Fantasy Tactics* yet, though, I'd recommend picking that first.

Platform: PlayStation 2
Genre: Adventure
Developer: THQ
Publisher: Electronic Arts

OVERALL RATING:	8.5
Graphics:	7.0
Sound:	9.0
Control:	7.0
Fresh Factor:	7.0
Gametime:	9.0



Platform:	PlayStation
Genre:	Adventure
Developer:	Atlix
Publisher:	Atlix

OVERALL RATING:	7.5
Graphics:	10.0
Sound:	8.0
Control:	4.0
Fresh Factor:	6.0
Gamified:	8.0



Time Codes

Helpful hints on stopping the clock

For the Hackers! Time is going to discuss time. Hacking time is either a total pain or, as you may say, it all got out. Here are a few methods.

The first method is Unknown Value searches. While the timer is counting down, pause and start the search. Then, pause, hit a little time pause, pause and do a Limit. Then, keep doing this until you only have a few possibilities left, and then turn some on. If the time stops ticking, you've found your code. If Less Than searches don't work, try using Greater Than searches. You'd be surprised at how many games, even business!

Now, sometimes there will be way too many possibilities to even view there. In this case, you have to rely on luck. Known Value searches, or both. Say your time counts in minutes and seconds. Say you pause and the clock reads 3:45. Now, when the seconds are counting up, hit an odd 4-bit address and add 1 to whether it's a decimal every time it crosses 60 (not likely). Off the seconds are counting up and being translated into a time on screen.

What I'm trying to say is, first use that 3-bit game mode to get the time in seconds. If the time is 3:45, just multiply and add.

(3 * 60) + 45 = 225

Then, multiply times early seconds in a result plus the other forty-two seconds equals 225 seconds total. If you do a Known Value search for 225 and still have too many hits, some more time to go by and do a Known Value Search for that amount of seconds.

Like I said, it's a pain. Just trying to give some new techniques.

Unlocking Stuff!

I'm going to cut to the chase because I'm busy. Most gamers who are on the internet look at videogame websites like you are right now are particularly interested when it comes to cheating. Well, part of cheating in a game perfectly entails unlocking everything said game has to offer. While these codes certainly require a lot of actually playing the game, they can be VERY rewarding. Many games contain hidden characters, items, etc. that can only be unlocked by meeting certain requirements. And there are usually one or two things that are not impossible to unlock. Well, let's unlock them, shall we?

For the benefit of the class I'm going to use X-Men: Mutant Academy 2 as a reference. But these methods will work on most any game.

The first step in this process is to unlock some skill legitimately. It usually isn't too difficult to unlock some skill you see in a GameShark or to let it freeze. While at the very least, you are going to want to unlock 2 things in the same menu. What the hell and I talking about? OK, say you are looking to hack the moves, well then you want to unlock 2 moves. If you're looking for characters, unlock 2 characters. (You don't HAVE to do this, but it makes it way easier down the road.)

OK, so now lets say you unlocked some character in X-Men: M2. Now what? Well, now you luck. But that really isn't that difficult. First, make sure you have a save with your code unlocked. Also, make sure you have a save with NOTHING unlocked.

- 1 Load your save with the code unlocked and start an Unknown Value Search.

- 2 Load the save with nothing unlocked and do a

Different To search.

- 3 Continue the process of new sweeping and Different To searches, and try and do all the searching at the same menu code.

Wow, look how easy that is. Doesn't it make you smile? Anytime when you check your results, you are going to be looking for 3 addresses (assuming you unlocked 3 things) that are right next each other. You're probably going to see either a value of 0000 when looked at 0000 when unlocked, or vice versa. Programmers like 0000 and 0001 because they're easy. If you don't have any luck with that just look for your clump of 3 addresses and hope you get lucky. In the case of X-Men, the addresses:

001F75B2

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Passes....Hey....it's more shiffling finally.

No, some know no more code, no more shiffling, address from the power console. Every time family arrived and I find him happy about it. Every time I saw that I will take the entire month of March off school. That's the best code I ever made. March is that last bit of winter when it's a warm one day, then it's the next two and a half weeks it's in the snow for some unknown reason. One last push in the gut from the one who's the season. And by the time the two sets just it will have passed. Actually, by the time this season part I might have passed, judging from our publishing schedule.

Yes, or spring is here and along with a baseball. Every year I get excited when the first of the baseball hits is in into the game again. Being in Baltimore this is the first time since I can remember that the Orioles will be in the field minus

our Cal Ripken Jr. I thought after last year that I'd take some time off next year's game, but that was before the PS2 versions started coming in. Now I'm just nervously counting down the days to opening day. One good thing about the internet of properly placed analogy is a Coolidge Road. It's cheaper than going to the movies for this season at least, and there's always the thought about my classroom with baseball.

Another thing that happens this time of year, and it's in the final year at LA. Thankfully, I'm a fan that later that state I just hope that I won't go back to Hollister after that experience in LA. Yeah, okay, good thing. I3 brings on all of the new games of course, as well as information about the up-and-coming systems like the PS3 and the Capcom/Adventures system that's in development. Well, I not

should be somewhere between 0000 and 0020 in hex. Lets say we found the memory address at 0000000A, and the trick we like is 0005. Well, 0005, that's our code.

0000000A 0005

Let's say you want to hack music for something like Resident Evil. This is more difficult, because you have to play through the game and keep an eye out for when the music starts over. Here are 3 important things to remember when hacking music:

- 1 Check for a Sound/Effect code! Don't do any more work than you have to!
- 2 DON'T search during (P)Hysics sequences! That music is embedded in the movie and you'll ruin your searches.
- 3 Always do Different To searches.

Hope someone learned something. Peace.

Some General Pointers

When hacking to unlock stuff, i.e. items, characters, etc. when it doesn't let it PFFFF. This may be because some only only, but it will give you something to work from and earn out the hints. Also, not everything counts up. If you are trying to unlock stuff, 0000 is some times the value to have things unlocked, so keep that in mind.

Choose your range wisely. Unlocked things are usually lower in memory (00000000-00070000). Health, items, and all those other in game goodies are usually in the middle (00000000-00070000). The end (00070000-00070000) is usually garbage and whatnot, so that's the usual last place where you'll find those coveted code modifying nuke codes you are all looking for.

If a code or codes twice the code, finding an asterisk is easier than it may seem. Say you have an infinite health code that freezes the game during movies or something. Without your N2T in the game, you're searching for 0 then when you get the code, try searching for 0. Do the MANY MANY times. Search for 0 any time you are in the game, actually play it. This means the life system, menu, screen, movie, whatever. Then just keep a "00" on it and bam, no more freeze.

A quick recap on button press activations. Do a known value search for PFFF with no buttons pressed, and then do a Limit. Then just go and do PFFF. Repeat! And remember to always use the same button. Also, you can do 2 button combos. Like Select+R1.

Someone once told me that hacking is all about thinking like a machine. I believe. Then in order to hack anything, code codes you MUST think that way. Don't waste time when doing WHY something does the way it does, just figure it out the HOW.

FINAL FANTASY X



This is the single most graphically impressive console game to date, hands-down. The next in line from Square's franchise series, *Final Fantasy X* takes the RPG to places it's never been before. In terms of story and visuals, there has never been a better crafted RPG. In fact, the hardest part of writing this review is giving the game its proper praise without spoiling any of the enjoyment of playing it.

The story is narrated by its lead character, Tidus, which is a first in the series. The game opens with him surrounded by a group of friends, gathered around a fire. He begins reflecting on the events that have directly led up to this point. He begins telling "his story," which starts with him getting ready for a game.

Tidus is (or was) a rising Blitzball star (a sport resembling a mix of hockey, soccer and basketball). You soon hear poignant autographs and fluff with girls, but as the game starts, things are about to change drastically.

The story chronologically contained between the two scenes I've just described takes place over the course of approximately 40-50 hours of gameplay, and manages to pique anger, sadden and delight. After the game's near 10 minute closing cinema, I turned to Dongerboy and declared "The best story in a Final Fantasy yet." There may be room for debate there, but if you're looking for a story that perfectly melds with a cast of interesting and realistic characters (people, and creatures) you can actually care about, you won't be disappointed.

Also new to the FF series is a few of the battle system's quips. It's still turn based. There are still weapon attacks, magic attacks, restorative spells and summons. What's new is the need to use each of your party members nearly equally. The speedy Tidus can whack elusive foes while the accurate Wakka is better with airborne monsters. Lulu works wonders with black magic while Yuna takes care of the white magic.

Perhaps the coolest addition to the battle system is how you incorporate all of your characters into the fray. Anyone whose played previous FF's knows how frustrating it is to need a certain character to beat a certain enemy, but there's just no way to switch now that you're in the middle of the battle. Now you can swap any party member out of or into battle at any time. It makes it simple to bring your bodger in for one turn to revive a felled character, then swap them out for your black mage and start doing damage again.

The area where FFX truly shines is in its visual department. This is the single most graphically impressive console game to date, hands-down. The CG cut-scenes rival those found in the FF movie (*The Spirits Within*) while the in-game graphics rival some other games' cut-

scenes. Incredibly detailed character animations and realistic interactions with the game environments help to keep a player's focus on the action. And while its magic animations are jaw-dropping, the common spells had the nearly flooding my cube-wip dips.

Of course nothing is perfect, and FFX does have its flaws. Most notably is the lack of variety in enemies early on. Through the first half of your quest you'll notice a lot of the same enemies popping up in different places, only with new coloring and equipment base. Luckily this does clear up, with a plethora of new enemies showing up towards the end. Some gamers may also be a little perturbed by the high cut-scene to gameplay ratio. There is a ton of story contained in this game, and you will be spending a lot of time watching other than playing. There also aren't a whole lot of mini-games, and the one major mini-game (Blitzball) needs to be tweaked quite a bit to be anything worth spending a ton of time with. There are a healthy amount of side quests, though, if you need a distraction from the main quest.

Ultimately, I can't imagine a single RPG or FF fan not thoroughly enjoying this game. Even if you're not into RPG's, this is one game worth playing through just to enjoy the story.

- Salvor



Final Fantasy X choice codes

Sure we have 100's of codes for this game in the back, but how about some of the really cool ones right now?

(M) Must Be On

0E0C7DE2 164E6B93
000000 0000000000

Use 0000000000 only after you move
from Ocean to Spiner (1st time)

Use Random Battle
1C2B1F1F 00000000

Take Super Level Petalal Eggs
1C2B0669 00000000

Take Super HP
1C2B1F1F 00000000

Take Full HP
00000000 00000000

Take Super MP
00000000 00000000

Use Item Fully Translucent
00000000 00000000

Infinite 3x
00000000 00000000

Final Always Win
1C2B1F1F 00000000
1C2B1F1F 00000000
1C2B1F1F 00000000

Normal Overrides

0020CE16 00000000
00000000 00000000
00000000 00000000

Everyone Surprised HP
00000000 00000000

Yuna in Party
1C2B1F1F 00000000

Agona in Party
1C2B1F1F 00000000

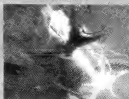
Kirahin in Party
1C2B1F1F 00000000

Wakka in Party
1C2B1F1F 00000000

Lulu in Party
1C2B1F1F 00000000

Wakka in Party
1C2B1F1F 00000000

Seamus in Party
1C2B1F1F 00000000



FFX CHEATS

Find Remic Temple

In the Caim Lands you will find a man whom you can get a chocobo from. Go to, and head to the farthest point South and East. You'll see a yellow chocobo brother on the ground. Press the X button when you're near it to jump over the broken bridge. Follow the path to find Remic Temple.

Get Bonus Items 1

Return to the Cluster of Wards in Beas and go to the room of the Fayth. A woman Fayth will talk to you about Sin and give you an Evade Sphere. There will also be four treasure chests in the room.

Get Bonus Items 2

Return to the Cluster of Wards in Macalania and go to the room of the Fayth. A woman Fayth will talk to you about Sin and give you a Magic Sphere. There will also be two treasure chests in the room.

Obtain Rusty Sword

Go through the Northeast exit of the Caim Lands. Go over the first bridge, and then down and under the second. Follow the path around and you will come to a soldier practicing. Near him is the Rusty Sword, planted in the ground.

Obtain Cloudy Mirror

Once outside of Remic Temple, follow the path to the left side of the building. Take a look at the sphere on the ground. Now head to the other side of the building and examine the chocobo. Choose to ride. If you can beat the other chocobo to the center of the racetrack, you'll win the Cloudy Mirror.

Enhance Cloudy Mirror (Obtain Celestial Mirror)

Go to Macalania Woods - South. Here you will find a boy and his mother waiting for her husband. Go along the path to the right of them. On the next screen, follow the path north and right. On the next screen, follow the North path. Talk to the man here to find out that his wife's husband and tell him that they're wedding elsewhere. Go back to the woman and talk to her to find out that now the boy's missing. Go up the sparkling, translucent path on the left. Follow the path 'til it splits, and then go to the left. You'll find the boy here, and when you talk to him, you'll get the opportunity to enhance your mirror and turn it into the Celestial Mirror.

Welcome to the latest installment of Signature Codes! This month we figured we'd be a bit goofy with the special codes, and show you the true power of the GameShark. Ever wanted to just shut down your enemies and have a field day on their helpless selves? What about showing off your Jedi Mind tricks and making various thorn branches float around you? I bet you'd love to make Laura fly around like she was Super Girl. This issues codes will let you do just that. Enjoy!

PlayStation 2

Dynasty Warriors 3

All Characters

(M) Must Be On
0E3C7DF21645E8B3
0C0C4C1FF88C8A6B

All Characters

3C298F2BFFFFFFFF
3C298F2FFFFFFFFF
3C298F33FFFFFFFF
3C298F37FFFFFFFF
3C298F3BFFFFFFFF
3C298F3FFFFFFFFF
3C298F43FFFFFFFF
3C298F47FFFFFFFF
3C298F4BFFFFFFFF

A room full of nasty warriors.

Donald Duck: Going Quakers

Infinite Jumps

(M) Must Be On
ECB8DD4C 14330BA8

Infinite Jumps

0CE2C0F0 14564C21
4CE2C0F0 14564C79
0CE2DB10 14567C21
4CE2DB10 14567C79

Ducks should fly right? They should at least be able to jump high. With this code, Donald can jump as high as he wants. Give that duck his true wings.

PlayStation

Tales Of Destiny 2

Always Giant Characters or
Always Small Characters

Always Giant Characters
801329f66500

Always Small Characters
801329f60100

Must be seen to be believed.

Game Boy Advance

Star Wars: Jedi Power Battles

Play As Darth Maul

Must Be On [M]
EB721AD16842148B
B9973D65C8850165

Play As Darth Maul
F3510DF73B93BF66

Now you can be the coolest character in Episode 1!

PowerPuff Girls: Mojo Jojo A-Go-Go

Select Your Story

Must Be On [M]
8F9882AB39E6F865
BB837644721AA069



Choose Your Story
FBA6AB9A0C5E2137

In other words, you choose any level you want!

Dreamcast

Crazy Taxi 2 Super Brake Press A

[M] Must Be First
9C5D88F8

Super Break Press A
9D2E1FE820704E1E
64DDEE3400000000

[M] Must Be Last
245EECA9

Now we're talking serious stoppage.

Jet Grind Radio All Characters

All Characters
86D2CF33E070D041
E050706100000000

Now you can bust some paint spray moves with anyone you choose.

100

[illegible]

14858846590790

NUMBER 32 • MARCH 2001

[illegible][illegible][illegible][illegible][illegible]



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am interact.

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